

This listing of claims will replace all prior versions, and listings, of claims in the application.

Listing of Claims:

1. (Currently amended) A method of facilitating a gaming session comprising:
receiving, by a first terminal, identification information from one or more remote terminals;
comparing, by the first terminal, the identification information received from the one or more remote terminals to a list of names stored in persistent memory of the first terminal;
identifying, based on the comparison, one or more names stored in the list that are associated with the one or more remote terminals;
executing, by the first terminal, a game;
displaying, by the first terminal, the one or more names on a display;
~~identifying, at a first terminal, one or more remote terminals for a game by retrieving one or more stored numbers associated with said one or more remote terminals from memory of the first terminal;~~
receiving an instruction to determine an outcome;
determining, at the first terminal, a signal representing said outcome and identifying the first terminal a terminal that received the instruction; and
transmitting, from the first terminal over a communications link, the signal representing said outcome and the identity of the first terminal ~~an identity of said terminal that received the instruction to determine the outcome to said one or more remote terminals for display; and~~
~~displaying a game accessory on said first terminal wherein the game accessory indicates the outcome, and identifies the terminal that received the instruction to determine the outcome.~~
2. (Currently amended) The method of claim 1, wherein the request to play the game is received over said communications link ~~is one of a telephone line and a wireless link.~~
3. (Canceled)
4. (Currently amended) The method of claim 1, wherein the outcome is displayed as said game accessory ~~is one or more die.~~

5. – 6. (Canceled)

7. (Currently amended) The method of claim 1, wherein said signal is an inband signal transmitted over said communications link and said communications link is a voice channel.

8. (Original) The method of claim 7, wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.

9. (Currently amended) The method of claim 1, further comprising ~~wherein displaying comprises:~~

defining a plurality of identifiers used to differentiate between said terminal and said one or more remote terminals;

determining at ~~each of~~ said first terminals, from which terminal said signal originated from by checking the identifier; and

indicating at ~~each of~~ said first terminal ~~and said one or more remote terminals,~~ said outcome and originating terminal identifier.

10. (Previously presented) The method of claim 1, wherein entering a gaming mode does not interfere with an ongoing conversation over said communications link.

11. (Original) The method of claim 9, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

12. -16. (Canceled)

17. (Currently amended) An apparatus ~~for facilitating a gaming session~~ comprising:

- means for receiving, by a first terminal, identification information from one or more remote terminals;
- means for comparing, by the first terminal, the identification information received from the one or more remote terminals to a list of names stored in persistent memory of the first terminal;
- means for identifying, based on the comparison, one or more names stored in the list that are associated with the one or more remote terminals;
- means for executing, by the first terminal, a game;
- means for displaying, by the first terminal, the one or more names on a display;
- ~~means for identifying, at a first terminal, one or more remote terminals for a game by retrieving one or more stored numbers associated with said one or more remote terminals from memory of the first terminal;~~
- means for receiving an instruction to determine an outcome;
- means for determining, at the first terminal, a signal representing said outcome and identifying the first terminal ~~a terminal that received the instruction~~;
- means for transmitting, from the first terminal over a communications link, the signal representing said outcome and the identify of the first terminal ~~an identity of said terminal that received the instruction to determine the outcome to said one or more remote terminals for display~~; and
- ~~means for displaying a game accessory on said first terminal, wherein the game accessory indicates the outcome, and identifies the terminal that received the instruction to determine the outcome.~~

18. (Currently amended) The apparatus of claim 17, wherein the request to play the game is received over said communications link is one of a telephone line and a wireless link.

19. (Canceled)

20. (Currently amended) The apparatus of claim 17, wherein said outcome is displayed as game accessory is one or more die.

21. – 22. (Canceled)

23. (Currently amended) The apparatus of claim 17, wherein said signal is an inband signal transmitted over said communications link and said communications link is a voice channel.

24. (Original) The apparatus of claim 23 wherein said inband signal comprises at least one dual tone multi-frequency (DTMF) signal.

25. (Currently amended) The apparatus of claim 17, further comprising ~~wherein said means for displaying comprises:~~

means for defining a plurality of identifiers used to differentiate between said first terminal and said one or more remote terminals;

means for determining at ~~each of~~ said first terminals, from which terminal said signal originated from by checking the identifier; and

means for indicating at ~~each of~~ said first terminal ~~and said one or more remote terminals~~, said outcome and originating terminal identifier.

26. (Previously presented) The apparatus of claim 17, wherein the apparatus includes means for entering a gaming mode that does not interfere with an ongoing conversation over said communications link.

27. (Original) The apparatus of claim 25, wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs).

28. – 32. (Canceled)

33. (Currently amended) A method of facilitating a gaming session comprising:
establishing a voice channel between a first telephone and a remote telephone;
defining, at the first telephone ~~a first terminal~~, an identifier for the ~~plurality of~~
~~identifiers used to differentiate between a plurality of remote telephone remote terminals;~~
receiving, at the first telephone ~~terminal~~, an instruction to determine a random
outcome;
transmitting, from the first telephone ~~terminal~~ over an inband portion of a voice
channel ~~a communications link~~, a dual tone multi-frequency signal representing said outcome
to the remote telephone ~~each of said remote terminals for display~~, the signal being configured
to be received and decoded by the remote telephone ~~each of said remote terminals~~; and
displaying a game accessory indicating said outcome and identifying the telephone
~~terminal~~ that transmitted said signal.

34. (Currently amended) The method of claim 33, wherein the identifier ~~each~~
~~identifier~~ is represented by a ~~different~~ color emitted by one or more light emitting diodes
(LEDs).

35. (Currently amended) The method of claim 33, wherein the voice channel is
established over ~~said communications link~~ is one of a telephone line and a wireless link.

36. (Canceled)

37. (Previously presented) The method of claim 33, wherein said game
accessory is one or more die.

38. - 40. (Canceled)

41. (Currently amended) The method of claim 33, wherein the telephone is a
mobile device including telephone functionality ~~communications link comprises a wireless~~
~~communications link~~, at least one of said terminals is a wireless telephone capable of
establishing the ~~wireless communications link~~, and said signal representing said outcome is
~~transmitted over the wireless communications link~~.

42. - 44. (Canceled)

45. (Currently amended) An apparatus ~~for facilitating a gaming session~~ comprising:
means for establishing a voice channel between a first telephone and a remote telephone;
means for defining, at a first telephone terminal, an identifier for the remote telephone ~~plurality of identifiers used to differentiate between a plurality of remote terminals;~~
means for receiving, at the first telephone terminal, an instruction to determine an outcome;
means for transmitting, from the first telephone terminal over an inband portion of a voice channel, a communications link, a dual tone multi-frequency signal representing said outcome to the remote telephone ~~send to each of said terminals for display~~, the signal being configured to be received and decoded by the remote telephone ~~each of said remote terminals;~~ and
means for displaying a game accessory that indicates said outcome and identifies the telephone terminal that transmitted said signal.

46. (Currently amended) The apparatus of claim 45, wherein the identifier ~~each identifier~~ is represented by a ~~different~~ color emitted by one or more light emitting diodes (LEDs).

47. (Currently amended) The apparatus of claim 45, wherein the voice channel is established over said communications link ~~is one of a telephone line and a wireless link.~~

48. (Canceled)

49. (Previously presented) The apparatus of claim 45, wherein said game accessory is one or more die.

50. -52.(Canceled)

53. (Currently amended) The apparatus of claim 45, wherein the telephone is a mobile device including telephone functionality ~~communications link comprises a wireless communications link, at least one of said terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.~~

54. - 80. (Canceled)

81. (Currently amended) A method of facilitating a gaming session comprising:
receiving, by a first terminal, identification information from one or more remote terminals;
comparing, by the first terminal, the identification information received from the one or more remote terminals to a list of names stored in persistent memory of the first terminal;
identifying, based on the comparison, one or more names stored in the list that are associated with the one or more remote terminals;
executing, by the first terminal, a game;
displaying, by the first terminal, the one or more names on a display;
~~identifying, at the first terminal, an identity of a remote terminal for a game by retrieving one or more stored numbers associated with said remote terminals from memory of the first terminal;~~
receiving an instruction to determine an outcome;
transmitting~~[[,]]~~a dual tone multiple frequency signal over an inband portion of a voice channel ~~from the first terminal over a communications link, a signal representing said outcome to said one or more remote terminals for display, the dual tone multi-frequency signal being configured to be received and decoded by said one or more remote terminals;~~
and
displaying a game accessory indicating said outcome, and identifying the terminal that transmitted the signal.

82. (Currently amended) The method of claim 81, wherein said voice communications channel is established over one of ~~link is one of~~ a telephone line and a wireless link.

83. (Currently amended) The method of claim 81, wherein said outcome signal is determined randomly.

84. (Canceled)

85. (Previously presented) The method of claim 81, wherein said game accessory is one or more die.

86. – 87.(Canceled)

88. (Original) The method of claim 81, wherein said displayed outcome simulates a timer.

89. (Original) The method of claim 81, wherein said displayed outcome enables a game player to indicate a bet.

90. (Canceled)

91. (Currently amended) The method of claim 81, wherein the voice channel is established over a ~~communications link~~ comprises a wireless communications link, said first terminals is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

92. - 94. (Canceled)

95. (Currently amended) An apparatus ~~for facilitating a gaming session~~ comprising:

- circuitry for receiving, by a first terminal, identification information from one or more remote terminals;
- circuitry for comparing, by the first terminal, the identification information received from the one or more remote terminals to a list of names stored in persistent memory of the first terminal;
- circuitry for identifying, based on the comparison, one or more names stored in the list that are associated with the one or more remote terminals;
- circuitry for executing, by the first terminal, a game;
- circuitry for displaying, by the first terminal, the one or more names on a display;
- ~~eiircuitry configured to identify, at a first terminal, an identity of a remote terminal for a game by retrieving one or more stored numbers associated with said remote terminals from memory of the first terminal;~~
- a user interface configured to receive an instruction to determine an outcome;
- a network ~~adaptor connection~~ configured to transmit a dual tone multi-frequency signal over an inband portion of a voice channel, ~~from the first terminal over a communications link, a signal~~ representing said outcome to said one or more remote terminals for display, the signal being configured to be received and decoded by said remote terminals; and
- a display configured to display a game accessory indicating said outcome and identifying the terminal that transmitted said signal.

96. (Currently amended) The apparatus of claim 95, wherein said voice communications channel is established over link is one of a telephone line and a wireless link.

97. (Currently amended) The apparatus of claim 95, wherein said outcome signal is determined randomly.

98. (Canceled)

99. (Previously presented) The apparatus of claim 95, wherein said game accessory is one or more die.

100. – 101. (Canceled)

102. (Original) The apparatus of claim 95, wherein said displayed outcome simulates a timer.

103. (Original) The apparatus of claim 95, wherein said displayed outcome enables a game player to indicate a bet.

104. (Canceled)

105. (Currently amended) The apparatus of claim 95, wherein the voice communications channel is established over link ~~comprises~~ a wireless communications link, said first terminal is a wireless telephone capable of establishing the wireless communications link, and said signal representing said outcome is transmitted over the wireless communications link.

106. -108. (Canceled)

109. (Currently amended) A computer readable storage medium including computer readable instructions for facilitating a gaming session comprising:

- instructions for receiving, by a first wireless telephone, identification information from one or more remote wireless telephones;
- instructions for comparing, by the first wireless telephone, the identification information received from the one or more remote wireless telephones to a list of names stored in persistent memory of the first wireless telephone;
- instructions for identifying, based on the comparison, one or more names stored in the list that are associated with the one or more remote wireless telephones;
- instructions for executing, by the first wireless telephone, a game;
- instructions for displaying, by the first wireless telephone, the one or more names on a display;
- ~~instructions for identifying, at a first wireless telephone, an identity of a plurality of wireless telephones for a game by retrieving one or more telephone numbers associated with said wireless telephones from memory of the first wireless telephone;~~
- instructions for receiving, at the first wireless telephone, an instruction to determine an outcome;
- instructions for transmitting, from the first wireless telephone over an inband portion of a voice channel-communications link, a dual tone multi-frequency signal representing said outcome to ~~send to~~ each of said one or more remote wireless telephones for display, the signal being configured to be received and decoded by said one or more remote wireless telephones; and
- instructions for displaying a game accessory, indicating said outcome and identifying the wireless telephone that transmitted the signal.

110. (Currently amended) The computer readable storage medium of claim 109 wherein said voice channel is established over a wireless link ~~communications link is a wireless link~~.

111. (Canceled)

112. (Previously presented) The computer readable storage medium of claim 109 wherein said game accessory is one or more die.

113. (Currently amended) The computer readable storage medium of claim 109, further comprising:

instructions for defining a plurality of identifiers used to differentiate between said one or more remote wireless telephones; ~~and determining, at each of said one or more remote wireless telephones, from which wireless telephone said signal originated.~~

114. (Currently amended) The computer readable storage medium of claim 113 wherein conversing parties associated with said one or more remote wireless telephones can spontaneously set up and play a game; ~~using at least two wireless telephones of the plurality of wireless telephones,~~ without interfering with an ongoing conversation over said voice channel communications link.

115. (Currently amended) The computer readable storage medium of claim 113 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the one or more remote wireless telephones ~~of the plurality of wireless telephones.~~

116. (Previously presented) The computer readable storage medium of claim 109 wherein displaying comprises displaying the outcome using a color that identifies the specific wireless telephone that the outcome is associated with.

117. (Currently amended) An apparatus ~~for facilitating a gaming session~~ comprising:

means for receiving, by a first wireless telephone, identification information from one or more remote wireless telephones;

means for comparing, by the first wireless telephone, the identification information received from the one or more remote wireless telephones to a list of names stored in persistent memory of the first wireless telephone;

means for identifying, based on the comparison, one or more names stored in the list that are associated with the one or more remote wireless telephones;

means for executing, by the first wireless telephone, a game;

means for displaying, by the first wireless telephone, the one or more names on a display;

~~means identifying, at a first wireless telephone, an identity of a plurality of wireless telephones for a game by retrieving one or more telephone numbers associated with said wireless telephones from memory of the first wireless telephone;~~

~~means for receiving, at the first wireless telephone, an instruction to determine an outcome;~~

~~means for transmitting, from the first wireless telephone over an inband portion of a voice channel communications link, a duel tone multi-frequency signal representing said outcome to each of said one or more remote wireless telephones for display, the signal being configured to be received and decoded by said one or more remote wireless telephones; and~~

~~means for displaying a game accessory indicating said outcome and identifying the wireless telephone that transmitted the signal.~~

118. (Currently amended) The apparatus of claim 117 wherein said voice channel is established over a wireless link ~~communications link is a wireless link.~~

119. (Canceled)

120. (Previously presented) The apparatus of claim 117 wherein said game accessory is one or more die.

121. (Currently amended) The apparatus of claim 117, further comprising:
means for defining a plurality of identifiers used to differentiate between said one or more remote plurality of wireless telephones; and
means for determining ~~at~~ from which wireless telephone said signal originated.

122. (Currently amended) The apparatus of claim 121 wherein conversing parties associated with said ~~plurality of~~ one or more remote wireless telephones can spontaneously set up and play a game, without interfering with an ongoing conversation over said voice channel communications link.

123. (Currently amended) The apparatus of claim 121 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the first wireless telephones ~~of the plurality of wireless telephones~~.

124. (Previously presented) The apparatus of claim 117 wherein the means for displaying comprises means for displaying the outcome using a color which identifies the specific wireless telephone that the outcome is associated with.

125. (Currently amended) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:

defining, at a first wireless telephone, a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a voice channel communications link;

receiving, at the first wireless telephones, an instruction to determine an outcome;
using a random number generator located in the first wireless telephone to determine the outcome;

transmitting, by an adaptor over an inband portion of the voice channel, a dual tone multi frequency signal representing said outcome to ~~send to~~ each of said wireless telephones ~~for display~~, the signal being configured to be received and decoded by each of said wireless telephones; and

displaying a game accessory indicating said outcome and identifying the telephone that transmitted said signal.

126. (Currently amended) The method of claim 125 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, ~~using at least two wireless telephones of the plurality of wireless telephones,~~ without interfering with an ongoing conversation over said communications link.

127. (Currently amended) The method of claim 125 wherein each identifier is represented by a different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephone[[s]] ~~of the plurality of wireless telephones.~~

128. (Currently amended) The method of claim 125 wherein said voice channel is established over a wireless communications link ~~is a wireless link.~~

129. (Canceled)

130. (Previously presented) The method of claim 129 wherein said game accessory is one or more die.

131. (Previously presented) The method of claim 125 wherein said displaying comprises displaying the outcome using a color that identifies the specific wireless telephone that the outcome is associated with.

132. (Currently amended) Apparatus ~~for simulating a game accessory used by a plurality of game players to play a game~~, comprising:

circuitry configured to define, at a first wireless telephone, a plurality of identifiers used to differentiate between a plurality of wireless telephones connected via a voice channel communications link;

a user interface configured to receive, at a first wireless telephone, an instruction to determine an outcome;

a random number generator located in the first wireless telephone for determining an outcome

transmitting, by an adaptor over an inband portion of the voice channel a duel tone multi frequency signal representing said outcome to ~~send to each of said wireless telephones of said plurality of wireless telephones for display~~, the signal being configured to be received and decoded by each of said wireless telephones; and

a display configured to display a game accessory indicating said outcome and identifying the telephone that transmitted said signal.

133. (Currently amended) The apparatus of claim 132 wherein conversing parties associated with said wireless telephone[[s]] can spontaneously set up and play a game, ~~using at least two wireless telephones of the plurality of wireless telephones~~, without interfering with an ongoing conversation over said communications link.

134. (Currently amended) The apparatus of claim 132 wherein each identifier is represented by different color emitted by one or more light emitting diodes (LEDs) included in the wireless telephone[[s]] ~~of the plurality of wireless telephones~~.

135. (Currently amended) The apparatus of claim 132 wherein said voice channel is established over a wireless communications link ~~is a wireless link~~.

136. (Canceled)

137. (Previously presented) The apparatus of claim 132 wherein said game accessory is one or more die.

138. (Previously presented) The apparatus of claim 132 wherein the display uses a color that identifies the specific wireless telephone that the outcome is associated with.

139. (Currently amended) A method of simulating a game accessory used by a plurality of game players to play a game, comprising:
receiving, at the first wireless telephone, an instruction to determine an outcome;
transmitting from a first wireless telephone over an inband portion of a voice channel communications link, a dual tone multi-frequency signal representing said outcome ~~to send~~ to a plurality of wireless telephones for display, the dual tone multi-frequency signal being configured to be received and decoded by each of said wireless telephones; and
displaying a game accessory indicating said outcome, and the wireless telephone that determined said signal.

140. (Previously presented) The method of claim 139 wherein conversing parties associated with said wireless telephones can spontaneously set up and play a game, using at least two wireless telephones of the plurality of wireless telephones, without interfering with an ongoing conversation over said communications link.

141. (Previously presented) The method of claim 139 wherein said signal is determined randomly.

142. (Canceled)

143. (Previously presented) The method of claim 139 wherein said game accessory is one or more die.

144. (Previously presented) The method of claim 139 wherein said displaying comprises causing said each wireless telephone for displaying the outcome using a color which identifies the specific wireless telephone that the outcome is associated with.

145. (Currently amended) A computer readable storage medium including computer readable instructions for simulating a game accessory used by a plurality of game players to play a game, comprising:

instructions for defining, at a first wireless telephone, a plurality of identifiers used to differentiate between a plurality of wireless telephones;

instructions for receiving, at the first wireless telephone, an instruction to determine an outcome;

instructions for transmitting, from the first wireless telephone over an inband portion of a voice channel ~~communication link~~, a dual tone multi-frequency signal representing said outcome to each of said wireless telephone for display, the signal being configured to be received and decoded by each of said wireless telephones; and

instructions for displaying a game accessory indicating said outcome, and identifying the wireless telephone that transmitted said signal.

146. (Currently amended) The computer readable storage medium of claim 145 wherein conversing parties associated with said wireless telephone[[s]] can spontaneously set up and play a game, ~~using at least two wireless telephones of the plurality of wireless telephones~~, without interfering with an ongoing conversation over said communications link.

147. (Previously presented) The computer readable storage medium of claim 145 wherein said signal is determined randomly.

148. (Canceled)

149. (Previously presented) The computer readable storage medium of claim 145 wherein said game accessory is one or more die.

150. (Currently amended) The computer readable storage medium of claim 145 wherein the instructions for displaying a game accessory comprise instructions for displaying ~~means for causing comprises means for causing said each wireless telephone to display~~ the outcome using a color that identifies the specific wireless telephone that the outcome is associated with.

151. (Currently amended) A wireless telephone ~~for simulating a game accessory used by a plurality of game players to play a game~~, comprising:

~~means for identifying, at a first wireless telephone, one or more remote wireless telephones for a game by retrieving one or more telephone numbers associated with said one or more remote wireless telephones from memory of the first wireless telephone;~~

receiving, by the wireless telephone, identification information from one or more remote devices;

comparing, by the wireless telephone, the identification information received from the one or more remote devices to a list of names stored in persistent memory of the wireless telephone;

identifying, based on the comparison, one or more names stored in the list that are associated with the one or more remote devices;

executing, by the wireless telephone, a game;

displaying, by the wireless telephone, the one or more names on a display;

means for receiving an instruction to determine an outcome;

a random number generator for determining a signal representing said outcome ~~without interfacing with any device external to said wireless telephone;~~

a signal generator for transmitting, ~~from the first wireless telephone, to at least one wireless telephone~~ over an inband portion of a voice channel ~~communications link~~ at least one dual tone multi-frequency (DTMF) signal representing said outcome determined by said random number generator, wherein the signal includes information that allows said wireless telephone to display said outcome using a color that identifies the transmitting device.

152. (Currently amended) A computer readable storage medium including computer readable instruction for simulating a game accessory used by a plurality of game players to play a game, comprising:

instructions for receiving, by a first wireless telephone, identification information from one or more remote wireless telephones;

instructions for comparing, by the first wireless telephone, identification information received from one or more remote wireless telephone to a list of names stored in persistent memory of the first wireless telephone;

instructions for identifying, based on the comparison, one or more names stored in the list that are associated with the one or more remote wireless telephone;

instructions for executing, by the first wireless telephone, a game;

instructions for displaying, by the first wireless telephone, the one or more names on a display;

~~instructions for identifying, at a first wireless telephone, one or more wireless telephones for a game by retrieving one or more telephone numbers associated with said one or more wireless telephones from memory of the first wireless telephone;~~

instructions for receiving an instruction to determine an outcome;

instructions for determining, at the first wireless telephone, a signal representing said outcome and identifying the wireless telephone ~~a wireless telephone that received the instruction;~~ and

instructions for transmitting, from the first wireless telephone over a communication link, the signal representing said outcome and the identity of the first wireless telephone ~~an identity of the wireless telephone that received the instruction to determine the outcome to said one or more wireless telephones for display;~~ and

~~instructions for displaying, on the first wireless telephone, a game accessory indicating the outcome and identifies the wireless telephone that received the instruction to determine the outcome.~~

153. (Currently amended) A wireless telephone for simulating a game accessory used by a plurality of game players to play a game, comprising:

means for receiving, over an inband portion of a voice channel, a first dual tone multi-frequency signal;

means for decoding, at a first wireless telephone, ~~[[a]]~~ the first dual tone multi-frequency (DTMF) signal representing a randomly determined first outcome received from another wireless telephone ~~via a communications link~~, the first outcome being associated with a first one of the game players; and

means for displaying, on the first wireless telephone, a game accessory that indicates the first outcome using a first color that identifies the first game player that the first outcome is associated with.

154. (Currently amended) The wireless telephone of claim 153 further comprising:

means for receiving an instruction to determine a second outcome to transmit to the other wireless telephone;

a random number generator for determining a second signal representing said second outcome, the second outcome being associated with the first wireless telephone, the second signal being determined without interfacing with any device external to said wireless telephone;

a signal generator for transmitting over the inband portion of the voice channel a ~~communications link~~ to the other wireless telephone a second DTMF signal representing said second outcome determined by said random number generator; and

means for displaying a game accessory indicating the second outcome using a second color which identifies the first wireless telephone that the second outcome is associated with.

155. (Currently amended) A method of simulating a game accessory, comprising:

establishing a voice channel ~~communications link~~ between a first wireless telephone and a second wireless telephone;

receiving at the first wireless telephone, an instruction to determine an outcome;

transmitting, by said first wireless telephone, a dual tone multi-frequency signal representing said outcome to said second wireless telephone via an inband portion of the voice channel ~~via the communications link~~ for display, the dual tone multi-frequency signal being configured to be received and decoded by said second wireless telephone; and

displaying a game accessory that indicates the outcome, and identifies the wireless telephone that determined said signal.